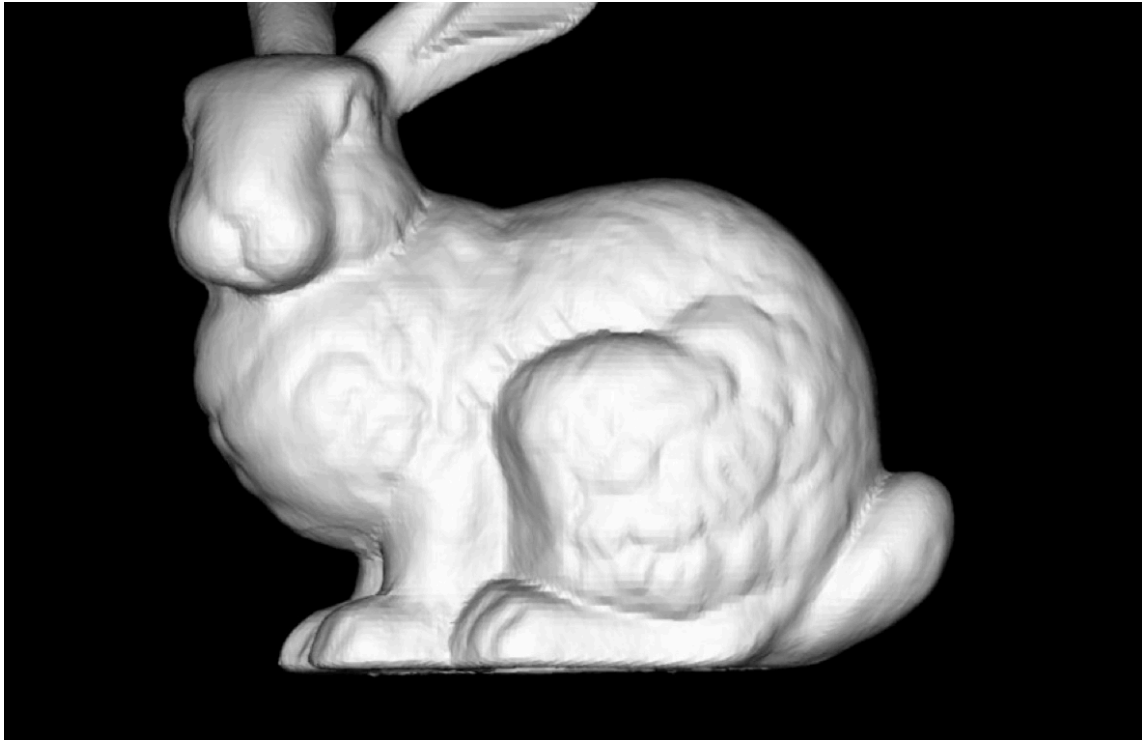


Weekly Report (2017.12.18-2017.12.24)

TASK	DEADLINE	CURRENT PROGRESS
可视交互引擎论文	2017.12月底	目前进展：补充了沉浸式可视分析架构与平台 计划：提高效率，多读论文
CG作业Z-buffer	2017.12.31	目前进展：完成
VR课程项目	2018.1月初	目前进展：安装学习了Unity with IOS 计划：学习 Unity with IOS 的3D图形渲染，实际进行开发实验

Done

1. Paper writing.
Add content to the subsection that architecture and platform of immersive visual analysis.
2. Paper reading.
Progressive Learning of Topic Modeling Parameters: A Visual Analytics Framework. In the process of reading, I learned about the relevant knowledge of Topic Model.
3. Book reading.
Tamara's Visualization Analysis & Design. Not too much.
4. CG homework.
Reimplement the Z-buffer algorithm, and find out that using Z-buffer algorithm is more efficient than rendering all data in the Object file ignoring the shaded pixels.



TODO

1. Write paper.

2. Set out to the VR assignment.